

3-D TIC-TAC-TOE, AN INVITATION TO PROGRAMMING 1, 2 & 3, ASTEROIDS, ATARI MICRO ASSEMBLER AND PROGRAM-TEXT EDITOR, ATARI PASCAL, ATARI TUTORIAL, ATARIMUSIC I & II, ATARIWRITER, ATARIWRITER PLUS, CAVERNS OF MARS, CENTIPEDE, CRYSTAL CASTLES, EASTERN FRONT (1941), ENERGY CZAR, FINAL LEGACY, GRAPH IT, KINGDOM, MILLIPEDE, MISSILE COMMAND, MUSIC COMPOSER, MY FIRST ALPHABET, PILOT, PROOFREADER, SCRAM (A Nuclear Power Plant Simulation), STAR RAIDERS, SUPER BREAKOUT, THE HOME FILING MANAGER, THE LEARNING PHONE, and TIMEWISE are trademarks of and © 1984 Atari Corp.

- 1 JUGGLES' HOUSE and JUGGLES' RAINBOW are trademarks of The Learning Company
- 2 ATARI LOGO was designed, developed and manufactured for Atari by Logo Computing Systems, Inc. of Montreal
- 3 MICKEY MOUSE and other Disney characters © MCMLXXXIII by Walt Disney Productions
- 4 PAINT, Superboots Software, developed by Capitol Childrens Museum, Washington, D.C., licensed by Reston Publishing Company, Inc.
- 5 SKY WRITER, created and designed by Millikan Publishing Company's EDUFUN Division, manufactured under license.
- 6 TYPO ATTACK© 1982 David Buehler. All rights reserved.
- 7 DEFENDER, JOUST, MOON PATROL and ROBOTRON 2084 are trademarks and © Williams 1982; manufactured under license from Williams Electronics, Inc.

- 8 DIG DUG and POLE POSITION are engineered and designed by Namco, Ltd, manufactured under license by Atari, Corp. Trademark and © Namco. 1982
- 9 DONKEY KONG, DONKEY KONG JUNIOR, MARIO, MARIO BROS. and NINTENDO are trademarks and © Nintendo 1981, 1982, 1983
- 10 E.T. and the E.T. character are trademarks of and licensed by Universal City Studios, Inc. © 1982 Universal City Studios, Inc. All rights reserved
- 11 GALAXIAN, PAC-MAN, MS. PAC-MAN and PAC-MAN characters are trademarks of Bally Midway Mfg. Co., licensed by Namco America, Inc. for North, South and Central America. Trademarks of Namco Ltd. throughout the rest of the world.
- 12 PENGU indicates trademark of Sega Enterprises, Inc. and used by Atari Corp. under license.
- 13 SPACE INVADERS, QIX, and JUNGLE HUNT are trademarks of and © Taito America Corporation.
- 14 TRACK & FIELD is a trademark of Konami Industry, Co., Ltd
- 15 ATARI MICROSOFT BASIC I & II are copyright © by Microsoft, 1981. All Rights Reserved.
- 16 SILENT BUTLER is a trademark and © 1982 of Silent Butler.
- 17 ATARILAB developed by Dickinson College.
- 18 PLATO is a trademark of Control Data Corporation.
- 19 VISICALC is a registered trademark of VisiCorp.
- 20 MUSIC PAINTER is a trademark of Carousel Software, Inc. © 1984



ATARI

Get the Atari Advantage!

Take control of information, analysis, facts and figures, graphs, charts, music and art.

Turn any activity to creativity—from budgeting and bookkeeping to scheduling and spreadsheets, programming and planning to filing and forecasting. But that's just the start!

Keep family finances in balance, make beautiful music, paint a picture of Aunt Nell and teach yourself French.

Explore the inside of the universe, the outer reaches of space, play games, design games and see how much fun serious can really be!

More power to you!

EDUCATION

CREATE REAL FUN AND BUILD REAL SKILLS AT THE SAME TIME!

Challenge yourself to learn music, computer basics, even speak another language! Here's family education that's sure to pay off in all sorts of exciting ways.

ATARILAB™.17 STARTER SET WITH TEMPERATURE MODULE

Analyze everyday objects and learn basic science concepts with this do-it-yourself teaching kit. A special interface device lets you probe the mysteries of nature and record solid data, just like a real researcher. This Starter Set is the basis for other AtariLab products. (Ages 9-Adult) (Cartridge/Accessories)

CONVERSATIONAL FRENCH CONVERSATIONAL GERMAN CONVERSATIONAL ITALIAN CONVERSATIONAL SPANISH

If folks think you speak French like a Spanish cow... your German is limited to Mercedes-Benz... or Italian waiters bring you water when you order spinach... you'll love these listen-and-learn packages. The screen spells out the words and the sound system pronounces them. Each program includes five cassettes and a workbook. (Ages 6-Adult) (Cassette)

ENERGY CZAR®

Great gushers! The President has just appointed you Energy Czar! You've got unlimited power to pull the nation through a real chilling energy crisis. Can you control the country's resources? Make everybody warm and happy? Sure, it's a tough job, but you can do it—can't you? (Ages 6-Adult) (Cassette)

ATARILAB LIGHT MODULE

A really bright idea! Plug light sensors into the interface and study the relation of light and temperature, measure the output from lamps, the TV set, the sun. Even discover the effect of light on bacterial growth. And there are always experiments you can dream up yourself. Requires the AtariLab Starter Set. (Ages 9-Adult) (Cartridge/Accessories)

ATARILAB LABMATES

Each Labmate is a series of exciting experiments that can be done at home or in school. And each one includes a study aid and parents guide, so you're sure no mad scientists are cloned in your kitchen. Experiments are coordinated with the nine most popular science texts and designed to take textbooks one step beyond. Requires AtariLab Starter Set and appropriate AtariLab Module. (Ages 9-18) (Diskette/Accessories)

EUROPEAN COUNTRIES & CAPITALS

Learn geography the fun way and make plain maps come to life right on the screen. There's no better package tour of the continent. (Ages 10-Adult) (Cassette)



ATARIMUSIC™ I

Doowah Ditty, your note-worthy guide, takes you through a self-paced program of beginner's theory, note-reading, whole-and-half-stops. Then use your new knowledge to play two lyrical arcade-like games. (Ages 8-Adult) (Diskette)

ATARIMUSIC™ II

Compose yourself, and take the next step in your musical education with lessons in major scales and keys. All the sounds and sights of your computer come go to work to make this as much fun to learn as anything you've ever played with. (Ages 8-Adult) (Diskette)

ATARI TUTORIAL™**NEW FOR 1985**

Take the mystery out of the computer once and for all! Learn all about your Atari computer—its graphics, sounds, the language of bits, bytes, ROM and RAM. Unravel the path of the Parallel Bus and interface like crazy! (All ages) (Cartridge)

COMING
ATTRACTION

BIORHYTHM

The high point of your computer time can be charting your personal peaks and valleys. Find out when you're at your physical, emotional, intellectual best...and when it may be better to stay home with the cat. It's an easy-to-use, fun program you can check on the screen or print out. (Ages 8-Adult) (Cassette)

AN INVITATION TO PROGRAMMING™ 1,2 & 3

A basic introduction to BASIC. Learn at your own pace starting with the keyboard, PRINT statement and simple math. These instructional packages go through sound and graphics programs, FOR-NEXT loops, subroutines, READ, DIN, PEEK, POKE and more. There's also graphics characters, color registers and simple music theory, including how to set pitch and register. (Ages 10-Adult) (Cassette)

JUGGLES' HOUSE¹

Essential concepts of upper, lower, inside and out are taught with bright graphics and just the kind of cute music pre-schoolers really love. Great head start for your toddler. (Ages 3-6) (Diskette)

JUGGLES' RAINBOW¹

Somewhere over Juggles' House...is Juggles' Rainbow. And kids learn the intangible concepts of above, below, left and right with this adorable activity toy. (Ages 3-6) (Diskette)

KINGDOM™

Ruler of all you survey—and have you got problems! Crops and food supply in jeopardy. People grumbling. Catastrophe looming. What to do, what to do! What, in fact, will you do? Here's a great chance to hone your problem-solving and math skills. Or else! (Ages 10-Adult) (Cassette)

THE LEARNING PHONE™

Plug into PLATO™.18—the premiere interactive telecommunications network created by Control Data Corporation. Select from thousands of learning programs, pre-school to graduate level. The Atari computer's exclusive zoom feature for close-up text and the PLATO library are an unbeatable combination. (Ages 5-Adult) (Cartridge: requires modem)

LOGO²

From the very first session with this remarkable language you can create graphics, compose sounds, edit text and even develop your own programs. Logo offers a complete teaching program all by itself. No wonder it's taking the computer world by storm. Great for kids and adults. (Ages 5-Adult) (Cartridge)

MICKEY IN THE GREAT OUTDOORS³

Your kids can count on learning when Mickey Goes Exploring in the world of math. And follow the great mouse on the trail of word recognition and sentence construction when Mickey Goes Hiking. A great way to laugh and learn! (Ages 7-10) (Diskette)

MUSIC COMPOSER[®]

Do-re-mi, create four-part harmony. And that's only the beginning! Control the pitch, octave, duration and loudness of each note. Hear each note, then hear the whole melody. This program is truly music to your ears. (Ages 10-Adult) (Cartridge)

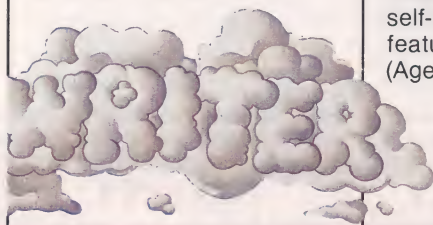
MUSIC PAINTER[™]**NEW FOR 1985**

The high note in music generation! Here's an icon-driven guide that actually lets you select notes, save your work, edit it, change tempo and key, replicate portions of the song and assign up to four instruments in four-part harmony. Sound thinking went into this beauty! (Diskette)

COMING
ATTRACTION

SKY WRITER⁵

Cumulus creativity! Match given definitions by buzzing hazards to link up word-clouds. Improve your child's knowledge of compound words, spelling and reading. Has cloud-pleasing appeal! (Ages 6-14) (Cartridge)

**SPEED READING**

Quickly now—no time to waste on all those memos and notes piling up...not to mention all those books and magazines you never seem to get through. This remarkable program can actually help cut your reading time in half. Five self-paced cassettes feature tips and hints. (Ages 12-Adult) (Cassette)

STATES & CAPITALS

Amaze trivia game buffs with your knowledge of U.S. geography. Help your children to appreciate the variety of names and places that make up the U.S.A. by making a family game out of it. Let's see now, the capital of Missouri is...hmmmm.... (Ages 8-Adult) (Cassette)

TOUCH TYPING

The computer keeps track of your speed and evaluates your weak points. Fortunately, the program includes exercises to help you along and is paced for your level of expertise, or lack thereof. There really are advantages to touch typing on your computer—this program is one. (Ages 8-Adult) (Cassette)

MY FIRST ALPHABET™

A is for Atari, who brings you this program. It teaches letter recognition through vivid picture clues and musical rewards. You can even put this on auto-pilot for little fingers not ready to manage a keyboard. (Ages 3-6) (Diskette)

PAINT⁴

Finally! See something you like on TV. Of course, you have to paint it yourself. But that's a breeze with this sophisticated program. There's a simplified mode for beginners and a masterpiece mode for all Picassos-to-be. Best of all, you never have to clean your brushes or worry about getting the floor dirty. (Ages 8-Adult) (Cartridge)

PILOT

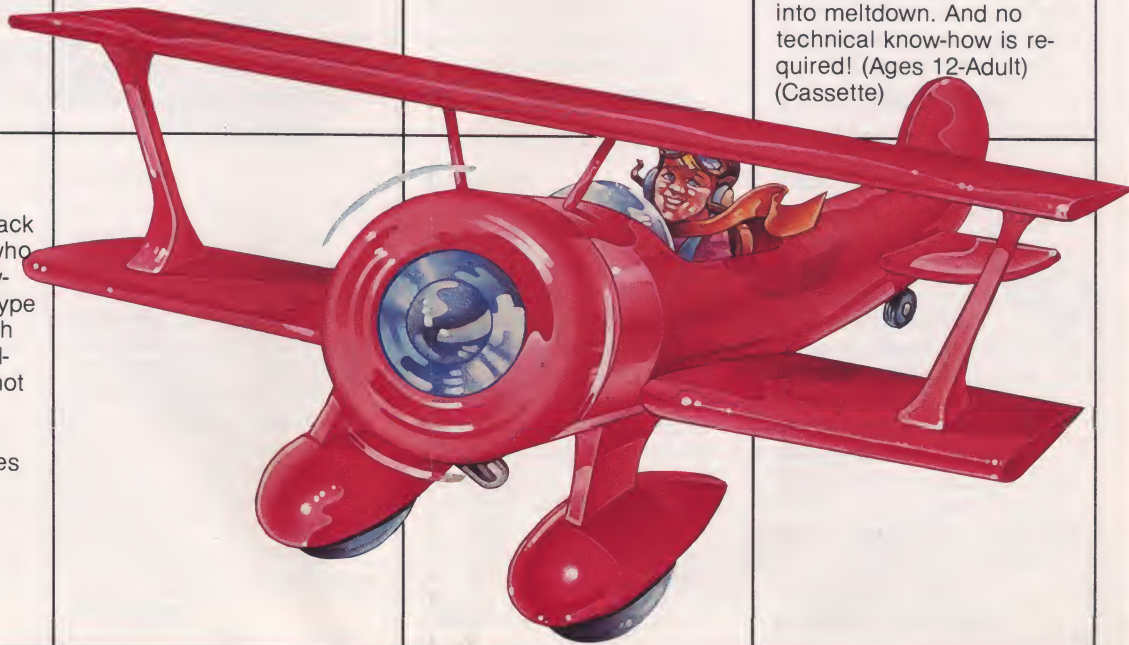
You tell the computer to TYPE, it types. Simple English commands make this programming program a snap to learn. A perfect way to build the foundation needed for more advanced computing skills. (Ages 6-Adult) (Cartridge)

SCRAM™ (A Nuclear Power Plant Simulation)

You've always wanted to run your own nuclear power plant but just couldn't find one to experiment with. Well, now you're in charge of all the control rods, auxiliary systems, the energy for a huge district. This incredible simulation shows you, graphically, what happens when you increase power, vent steam...or go into meltdown. And no technical know-how is required! (Ages 12-Adult) (Cassette)

TYPO ATTACK⁶

It's the battle of the fingers! You're under attack from waves of "typos" who cunningly test your knowledge of the keyboard. Type for your life as they crash through four highly developed games. Definitely not for the faint of heart or heavy of hand. A true challenge, Earthling. (Ages 8-Adult) (Cartridge)



ATARI PROGRAM EXCHANGE

A STAR IS BORN!

This ingenious program manufactures and distributes programs written by people like you—computer consumers. The programs are quality-controlled and tested just like our professional software—but are available at a lower price. Great values and great fun!

ENTERTAINMENT

CAN'T QUIT

Roll the dice and move across the board; push your luck and lose all you gained.

DANDY

Dungeons galore with excellent characterizations for one to four players.

EQUESTRIAN

Exhibit your finesse in dressage and other equestrian events of the summer Olympic games. No horsing around!

EXCALIBUR

You are King Arthur and you cajole, bribe and extort your enemies and supposed supporters to unite your kingdom. Learn true corporate politics in the Round Table era.

GALAHAD AND THE HOLY GRAIL

Seek the Holy Grail through the tunnels and lands of the knights of olde.

GETAWAY

This game will give you a real run for the money! Winner of the Atari Star award for best APX program, Getaway will teach you map reading, directional orientation and how to be a great crook!

SALMON RUN

Sam Salmon's saga of his upstream battle to rendezvous with Samantha Salmon, his true love. The only trouble is that bears, sea gulls and fisherman all want to make Sam into a petite filet supper!

APX EDUCATION

CHARACTER FUN

Build characters on the screen while learning letters, numbers and shapes. Ages 3 and up.

CIRCUIT LAB

Light up your life with this electrical circuitry learning tool. If you get the idea, the light goes on. Ages 14 and up.

CUBBYHOLES

Try to make things add up in the number grids. Teaches youngsters math with a winning strategy.

DRAGON QUEST

Slay the fire-breathing dragon that's burning up the kingdom. Plan your strategy and pay attention to the visual and text clues. Ages 8 and up.

MONKEY UP A TREE

Monkey see, monkey do, monkey want the bananas, too. Solve math problems to earn your lunch in the treetops. Ages 4 and up.

SPELLING GENIE

Four versions of spelling skill building for your child to be challenged by the magic of learning. Ages 5 to 14.

NATIONAL FLAGS

If it's Tuesday, is this Berlin? Become a globe-trotter by identifying the country by its flag. The computer gives clues when you get stuck. Ages 8 and up.

NUMBER BLAST

A hot competition in math repetition by flash cards. Ages 6 and up.

NUMBERLAND NIGHTWATCH

Your number is up! Learn factoring up to six digits and destroy the evil invading numbers. Ages 8 and up.



RINGMASTER

Make a monkey out of the elephants with the wrong numbers in this multiplication table game. Ages 6 and up.

TEASERS BY TOBBS

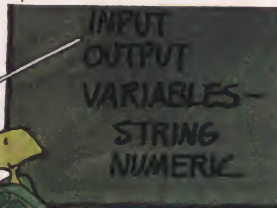
Tease Tobbs by getting the right numbers in the grid-work. It takes a little deductive thought, even for adults! Ages 8 and up.

WORDMAKER

How many words do you know? Challenge yourself, or challenge a wordy friend. Ages 6 and up.

WORDGO

Prefix and suffix drilling for root word learning. Ages 8 and up.



APX APPLICATIONS

ADVANCED MUSICSYSTEM

Create and play back piano music by using four colors for four voices. Ages 11 and up.

ALGICALC, POLYCALC, CALCULUS DEMON

Three programs to hone your calc-ulating mind. Ages 14 and up.

DRAWIT

Fingerpaint with your joystick. Allows you to use the animate created drawings or use them in your BASIC programs. Ages 8 and up.

HOME INVENTORY

Line up your precious possessions for a computer audit. Great for homeowner insurance listings. Ages 15 and up.

JUKEBOX #1

Mellow out with eight classics generated by Advanced Musicsystem. Ages 6 and up.

PROGRAMMING

BASIC/XA

Development tools for the ATARI BASIC programmer. Lets you list variables, create cross references, check for bad GOTO's, renumber lines, and other helpful routines. For all ages of programmers.

CHAMELEON CRT TERMINAL EMULATOR

Become a terminal conversion. Includes 80-column display. Ages 14 and up.

DISK FIXER, LOAD 'N GO

You won't have to cry over crashed disks with Disk Fixer. Then create AUTORUN.SYS files with Load 'N Go.

DUNIONS DEBUGGING TOOL

Bug off your Atari Macro Assembler files. Monitor and change the internal state of the machine during program execution. For debuggers of all ages.

EXTENDED FIG-FORTH, FORTH TURTLE GRAPHICS AND FUN-FORTH

A full implementation of fig-FORTH with more definitions plus two sets of FORTH functions for graphics, or sound and graphics. For advanced programmers.

HEX-A-BUG

A debugging tool using break points that allow you to stop execution and examine memory locations and registers. Switch form your display to Hex-A-Bug and back. For Assembly Language programmers.

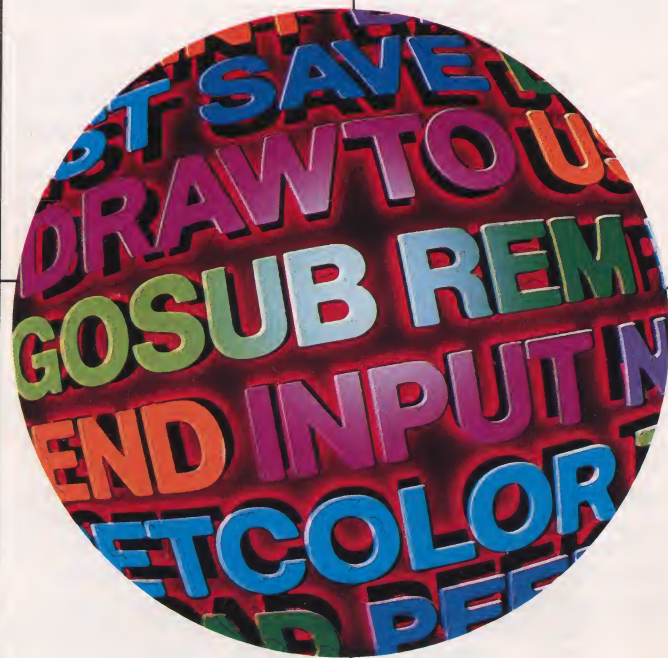
INSTEDIT

Become a real character with the advanced graphics of the Atari computers. Save your work for BASIC or Assembly Language programs.

MICROSOFT BASIC CROSS-REFERENCE

A variable and line number tracer for Microsoft BASIC programs. A good documentation and programming aid.

APPLICATIONS



MAKE YOUR COMPUTER A HOME RUNNER!

Here's easy-to-use software that makes homework no work — from family finances to finished term papers. The Atari programs put more power at your fingertips and more creativity into just about every aspect of your life. And it's fun, too!

ATARIWRITER™

An easy-to-use word processing program that features the most used text processing functions. AtariWriter lets you enter text and make corrections, indent and format, move and revise as easy as pie. It includes previews of finished pages, chaining from file to file for larger documents and more. Use with diskette or cassette for file storage. (Cartridge)

THE HOME FILING MANAGER™

A fast and efficient way to file recipes, addresses, phone numbers, birthdays, VCR tapes, whatever can be listed and indexed. Simple to set up and edit; perfect for every member of the family. (Diskette)

PROOFREADER™

No more sloppy spelling, thanks to the over 36,000 words stored in this electronic dictionary. It highlights words in your text that it doesn't recognize, lets you search for the proper spelling and makes the correction right on the screen. As an added feature, you can even add words not already included. (Diskette)

ATARIWRITER PLUS

This enhanced version of the popular AtariWriter package has all the best features of its parent, then adds a built-in proofreader to find and correct spelling errors and a mail merge program that lets you maintain mailing lists and produce personalized form letters. There's also a program-mable printer driver that enables you to use any compatible printer. (Diskette)

THE BOOKKEEPER

Professional double-entry bookkeeping system for home or office generates monthly, quarterly or annual P & L statements, balance sheets, general ledger, accounts payable and accounts receivable statements. It even keeps journals for cash received, invoices, checks written and a general journal. (Diskette)

FAMILY FINANCES

Itemize entries in 13 different expense categories and income in each of five different categories for each month. This program can print a variety of reports and helps plan budgets, establish and monitor goals and keep you on track, no matter what state your finances are in. (Diskette)

GRAPH IT™

Colorful pie and bar charts are the work of this exciting program. Makes math and information easier to understand and explain. A real boon to schoolkids and business people. (Cassette)

STATISTICS

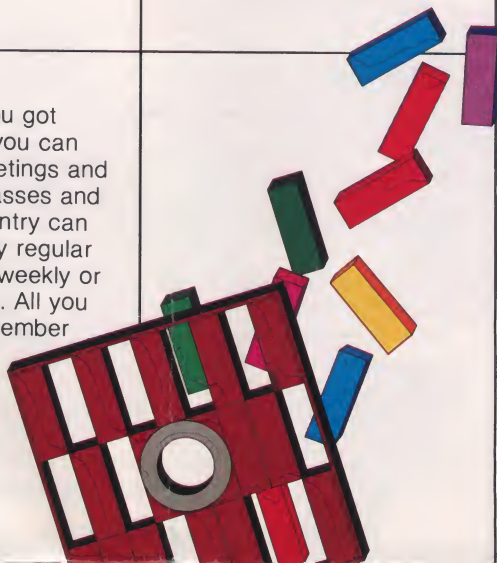
Now you can calculate mean, mode, median, standard deviation, variance, skewness, kurtosis and root mean square with just a few simple key strokes. Just enter the data you're interested in and a variety of general statistical measures are at your fingertips. (Cassette)

TIMEWISE™

It's about time you got organized! Now you can keep track of meetings and appointments, classes and more. Only one entry can set you up for any regular event on a daily, weekly or monthly schedule. All you have to do is remember to check it! (Diskette)

VISICALC®.19

The best-selling electronic spreadsheet is now available for Atari Computers. Change any number in any column and VisiCalc instantly recalculates all the related numbers and shows you a perfect result. Best thing to happen to managers since the eraser. (Diskette)



ENTERTAINMENT

TIME FOR GREAT POWER PLAYS

Bring the excitement of the arcade home with Atari's library of super-smash hits. Thrill to the challenge of action-packed games created expressly for your home computer. Let the sport begin!

ASTEROIDS®

Trapped in the void of space! Your ship is surrounded by a deadly asteroid belt. Can you pound these randomly drifting boulders to pebbles before they smash you to ions? Evade invading enemy craft as well? Good luck! (Cartridge)

DEFENDER™

Hyperwarp into adventure as you battle humanoid-snatching aliens. It's a desperate mission to save frightened beings from certain doom. Your highly sophisticated spacecraft lets you zip through a stellar array of formations and zap the enemy with smart bombs. (Cartridge)

DIG DUG®

Help Dig Dug tunnel mazes for his delicious veggies. But beware Fygar™ the fire-breathing dragon and his unearthly pal, Pooka™. They'll ground Dig Dug for sure if he's not clever enough to explode them first. Acres of fun! (Cartridge)

BASKETBALL

Pass, dribble and shoot your way to the championships without ever leaving the comfort of home. But don't let the other guys get the ball away from you or score a basket. Practice your jump shots and don't worry about the coach's temper. Have a ball! (Cartridge)

BLACKJACK

Bet you can't beat the thrill of this game! The dealer's programmed not to cheat and you can't drop a dime — no matter how often you lose. So bring the big time casino into your home. It's fun for the whole family. (Cassette)

DONKEY KONG BY NINTENDO®

Real gorilla warfare! Mario the carpenter risks girders and elevators to rescue his sweetie from the clutches of the marauding monkey. You'll go ape over this classic! (Cartridge)



CAVERNS OF MARS™

The Doomsday Bomb must be destroyed before it annihilates the entire galaxy! But it's hidden beneath the sinister red surface of Mars, protected by lasers and land mines. Navigate these treacherous depths to defuse this terror and escape safely before you're discovered — and doomed. (Cartridge, Diskette)

CENTIPEDE®

Yech! Creepy, long-legged beasties have invaded the mushroom patch! Fleas just itching to get you... Scorpions with more sting than zing... Spiders who bounce, pounce and scare! And the Centipede — dropping down the screen for a tap dance on your head. Look out! (Cartridge)

COMPUTER CHESS

Check it out. The chance to play against the computer is yours whether you're novice or master. Start from scratch or try a famous ploy. The end game? A grand way to sharpen your wits and wiles. (Cartridge)

CRYSTAL CASTLES™

NEW FOR 1985

Want to stay out of permanent hibernation? Then help cuddly Bently Bear collect gems as he outwits Berthilda the Witch and her evil horde: Nasty Trees, Gem Eaters, Crystal Balls, the Ghost, the Skeleton and the Swarms of Bees. A-maze-ing maneuvers needed! (Cartridge)

COMING
ATTRACTION

DONKEY KONG JUNIOR BY NINTENDO®

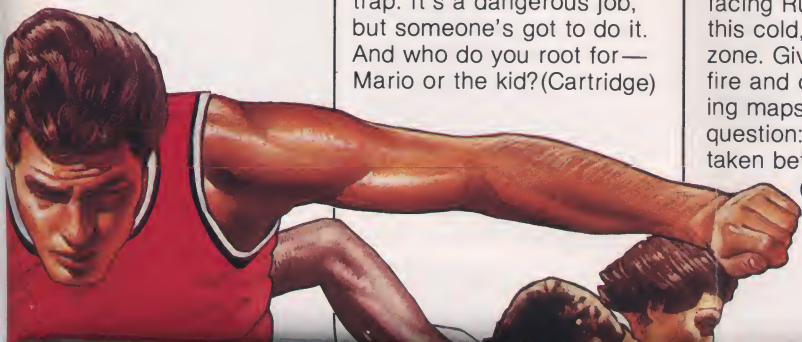
The kid's a real Jungle Jim as he tries to rescue Dad from Mario's ingenious trap. It's a dangerous job, but someone's got to do it. And who do you root for — Mario or the kid? (Cartridge)

EASTERN FRONT (1941)™

The most complex and challenging battle recreation ever devised. You're the German Commander facing Russian troops in this cold, perilous war zone. Give orders under fire and consult your scrolling maps to answer the question: Can Moscow be taken before winter? (Cartridge)

E.T.^{TM,10} PHONE HOME!

E.T. and Elliot must find all the pieces of the telephone so E.T. can contact his ship. But look out for grabby government agents. Collect all the parts and actually hear E.T. phone home!



FINAL LEGACY™

Triple trouble! The battleship Legacy is under siege from the Warmongers at sea, on land, in the air! You've got to keep an eye on the home front which is being attacked when you're away. Full speed ahead and blast that Energy Beam! No War Ships, Hunters or Intelligence ships will escape your clever plan! (Cartridge)

FOOTBALL

Be a Monday Night Hero! Pass, run, punt and kick field goals. Select your formations, plays, lead your team to glory. Everything but the locker room is included in this thrilling real-to-life game. Be a sport, play with an armchair-based friend. (Cartridge)

GALAXIAN¹¹

The winged warriors of the mighty Galaxian fleet are flying into action. Wave after wave, they advance and attack. Only you can blow 'em out of the skies and turn their invasion plans into scrambled eggs. (Cartridge)



MARIO BROS.⁹

NEW FOR 1985

Be a plumber's helper! Mario and Luigi wield pipe wrenches and knock off a swarm of creepy house unguists into the water below. Don't get bugged! (Cartridge)

MILLIPEDE®

The cousin of the famed Centipede creeps onto center stage along with dozens of other disgusting pests, like spiders, earwigs and (gulp!) bees. DDT bombs and arrows are the only weapons against these garden ghoulies. Blast them to dust before they make your skin crawl! (Cartridge)

MISSILE COMMAND®

Aliens from the planet Krytol have begun an attack on the last of the peaceful plants, Zardon. Fortunately, Zardon has a powerful defense system, including several antiballistic missile bases within the cities. As base commander, it's your job to defend the cities. Stop the enemy before your beautiful homeland is destroyed! (Cartridge)

MOON PATROL⁷

Sector Nine's your beat. You're a cop. Intergalactic thugs are your sworn enemies. You patrol the rugged terrain in your lunar rover equipped with anti-gravity jump buttons and laser bullets. (Cartridge)

COMING
ATTRACTION



JOUST⁷

Knock off the battling buzzard iders before they spear you! Watch out for dangerous Pterodactyls and the pits of the Lava Troll. You'll have to wing it if you want to taste victory! Saddle up your ostrich. There are five increasingly difficult flights of fancy to conquer! (Cartridge)

JUNGLE HUNT¹³

Rumblin' rhinoceri! The cannibals want to have the lovely Lady Penelope for dinner—as the main course! It's a jungle out there so be careful. But hurry—the appetizers are about to be served! (Cartridge)

MS. PAC-MAN¹¹

The lady is a champ! The queen of the arcade keeps gobbling up pretzels and fruit and manages to keep her round, yellow figure moving gracefully through mazes and challenges. There's not a ghost of a chance of escaping her special charms. (Cartridge)

PAC-MAN¹¹

The original dot-gobbler and his ghostly pals are yours to enjoy in vivid color. The yellow wonder gobbles his way into your living room with all the challenge and excitement of the arcade original. (Cartridge)

PENGOPM,12

A real ice-breaker! Race Pengo the penguin around a frozen lake, rearranging blocks of ice. Try to line up the three jewel-embedded blocks for extra points and extra fun. But beware the Sno-Bees! Their touch puts you in a deep freeze. (Cartridge)

POLE POSITION⁸

High performance racing at its best! Show you've got the nerve and skill it takes to be a professional race car driver. But first, you've got to qualify for one of the eight starting positions. You've got only 90 seconds in the qualifying run. Start your engines! (Cartridge)

QIX¹³

A hot percentage pursuit while the whirling Qix and sizzling Sparx try to zap your box-making ability. A real test of stealth and daring strategies. (Cartridge)

ROBOTRON: 2084⁷

Save the few humanoids left alive! The Robotrons are out to destroy them. Your mission: defeat these clattering, cluttering hulks of destruction! Just beware of Giant Brains, Sinister Spheroids and Galvanizing Electrodes, as well as Cubic Quarks and Torturing Tanks. (Cartridge)

**SPACE INVADERS¹³**

Eradicate the aliens before they reach Earth. You're down to the last defensive outpost, so you've got to shoot straight and true—but leave a few bullets for the Command Ship. (Cartridge)

**STAR RAIDERS®**

Hyper-warp through the galaxy to fight Zylon cruisers and fighters. Lock 'em in your gunsights and blast them to bionic bits! Don't let any escape...or Earth becomes a pile of cinders. (Cartridge)

PROGRAMMING

TAKE THE LOGICAL STEP WITH TOP QUALITY SOFTWARE

Whatever your needs, Atari's programs can fill them. Whether you want to start at the simplest level or get into complex assembly languages, there's an Atari package to take you in any direction you want to go.

ASSEMBLER EDITOR

Write and debug your programs faster and more efficiently. You can use the Assembly Language programs along with BASIC or stand alone. (Cartridge)

ATARI MACRO ASSEMBLER AND PROGRAM-TEXT EDITOR™

The ultimate in software for the advanced Atari computer user. Features text editing, macro definition, library file reference, conditional assembly, listing control and cross references. (Diskette)

ATARI MICROSOFT BASIC¹⁵ I

A more powerful BASIC that provides new commands and language extensions for easy access to sound and graphics. Greater floating point precision make this BASIC a must for any serious programmer. (Diskette)

SUPER BREAKOUT®

Drive yourself up the wall with this fast action game. Smash your way through multi-colored bricks and watch the ball caroom off the backboard—faster and faster as you get better and better. (Cartridge)

TENNIS

A real smash! Get a volley going or battle it out at the baseline. Play singles or doubles, serve forehand or backhand, maybe even play better than you do on the court! Match, set and game! (Cartridge)

TRACK & FIELD

You're just a javelin's throw away from the real thing. Six events help you keep the Olympic flame burning. And a special arcade controller make the 100-meter dash, high-jump and other events even more challenging. Play against the clock, against a friend, and against the computer. (Cartridge)

3-D TIC-TAC-TOE™

Nothing old about this game! Get a whole new perspective on your childhood favorite and see why X's and O's will never be the same again. Also includes Bottom's Up, a fiendish variation. (Cartridge)

ATARI MICROSOFT BASIC¹⁵ II

Here are the most-used BASIC commands in a unique cartridge/diskette format. Easier to use but as powerful as the original Microsoft BASIC. (Cartridge/Diskette)

ATARI PASCAL

This version is similar to MT+ Pascal and exceeds the draft International Standards for the language. It features Atari computer-specific sounds and graphics. (Diskette)

COMING ATTRACTIONS!

NEW FOR 1985

Atari's people are hard at work devising new, more exciting software to challenge you. Here's a sneak preview of what you can look forward to

SILENT BUTLER™,16

Your obedient servant is here to take care of all those messy details, like money and bank accounts. Let this program keep track of bills, savings, checking, even handle a tax summary. And like all good butlers, this one can genteely remind you of appointments.

An icon-driven paint program:

Unleash your creative genius by taking advantage of the Atari computer's terrific graphics capability. Use a joystick, Light Pen or Touch Tablet and save your masterpieces with your graphics printer.

Fully-integrated software:

Switch from word processing to graphics to spreadsheets with a touch of the keys. Share data among screens and add text, too. Makes your computer work harder, so you don't have to.